

## IN THE SPECIFICATION

Please replace paragraph [30] with the following paragraph:

[0030] The GPU 202 may be, for example, an NVidia GeForce3™ GPU, or another commercially available graphics processor that supports volume textures. The display interface 206-204 may be an Red, Green, Blue CRT display driver, or a digital flat panel monitor driver, as examples. The display interface 206-204 takes image frames prepared by the GPU 202 that are stored in the frame memory 220 and generates the display control signals to display the image frames on a selected display. The system interface 206 provides a mechanism for communicating with the remainder of the image processing system 100. To that end, the system interface 206 may be implemented as a Peripheral Component Interconnect (PCI) interface, Accelerated Graphics Port (AGP) interface, or the like.

Please replace paragraph [53] with the following paragraph:

[0053] For the example shown above in Figure 5, the order of vertices in the vertex data block 904 may be: vertices defined by beam 0 end point 304, beam 0 start point 302, beam 1 end point 308, beam 1 start point 306, beam 2 end point 312, beam 2 start point 310, beam 3 end point 316, and beam 3 start point 314. Vertices Beam 0 end point 304, beam 0 start point 302, beam 1 end point 308 define the vertices that specify triangle 502; vertices beam 0 start point 302, beam 1 end point 308, and beam 1 start point 306 define the vertices that specify triangle 504; vertices beam 1 end point 308, beam 1 start point 306, and beam 2 end point 312 define the vertices that specify triangle 506; vertices beam 1 start point 306, beam 2 end point 312, and beam 2 start point 310 define the vertices that specify triangle 508; vertices beam 2 end point 312, beam 2 start point 310, and beam 3 end point 316 define the vertices that specify triangle 510; and vertices beam 2 start point 312, beam 3 end point 316, and beam 3 start point 314 define the vertices that specify triangle 512.